INSTRUCTION MANUAL

Rayman® 3

HOODLUM HAVOC

EVERYONE
E
CONTENT RATED BY ESRB

Ubi Soft ENTERTAINMENT®

www.ubi.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED 2

DUALSHOCK®2 ANALOG CONTROLLER 3

STORY 4

NAVIGATING THE MENUS 4

STARTING THE GAME 5

LOADING/SAVING 8

RAYMAN CONTROLS 9

CAMERA CONTROLS 11

GAME SCREEN 12

FIGHTING THE ENEMIES 14

THE SUPERPOWERS 15

SECONDARY OBJECTIVES 17

HOW TO SCORE MORE POINTS 18

MENU SCREEN 19

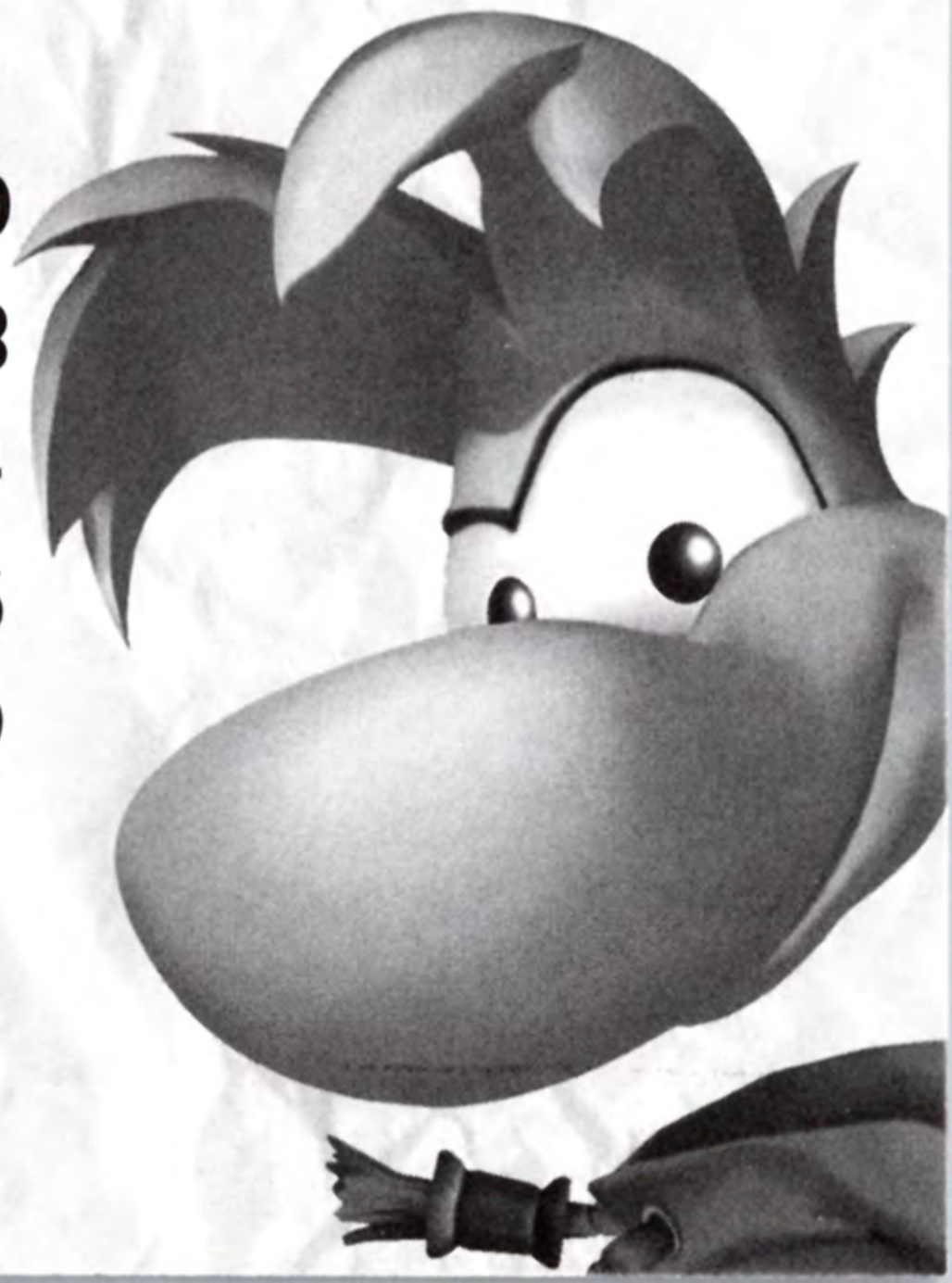
THE CAST 20

RAYMAN ZONE 23

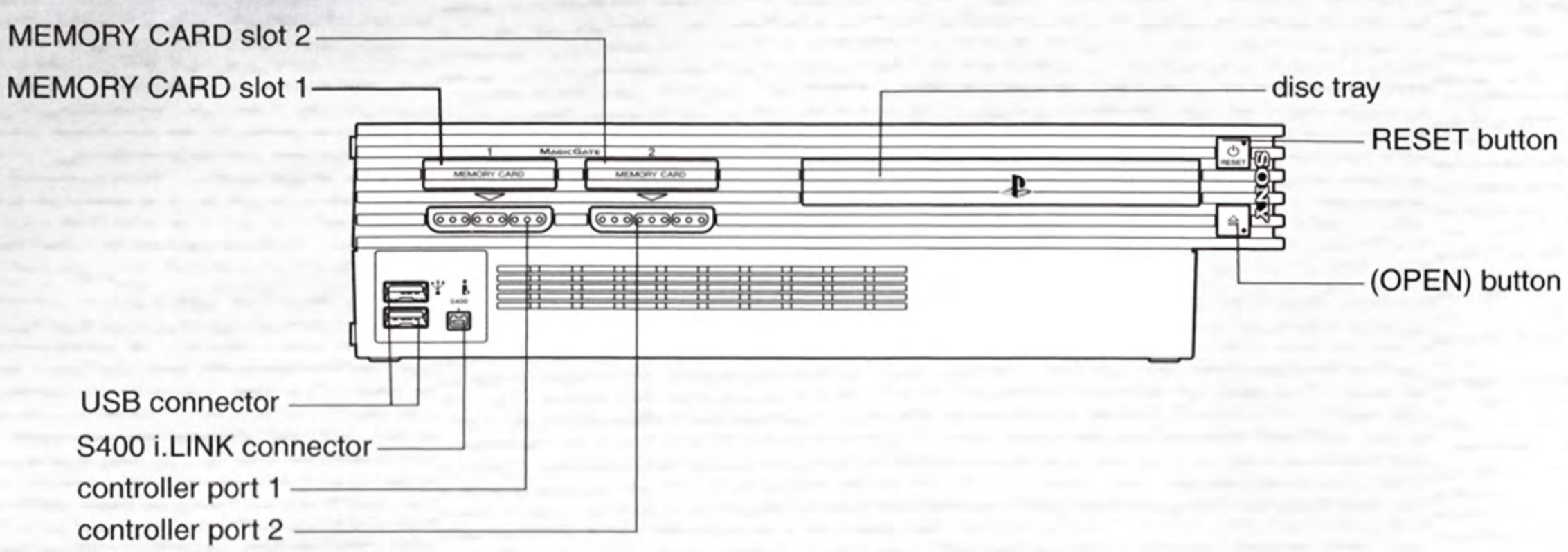
CREDITS 24

TECHNICAL SUPPORT 26

WARRANTY 29

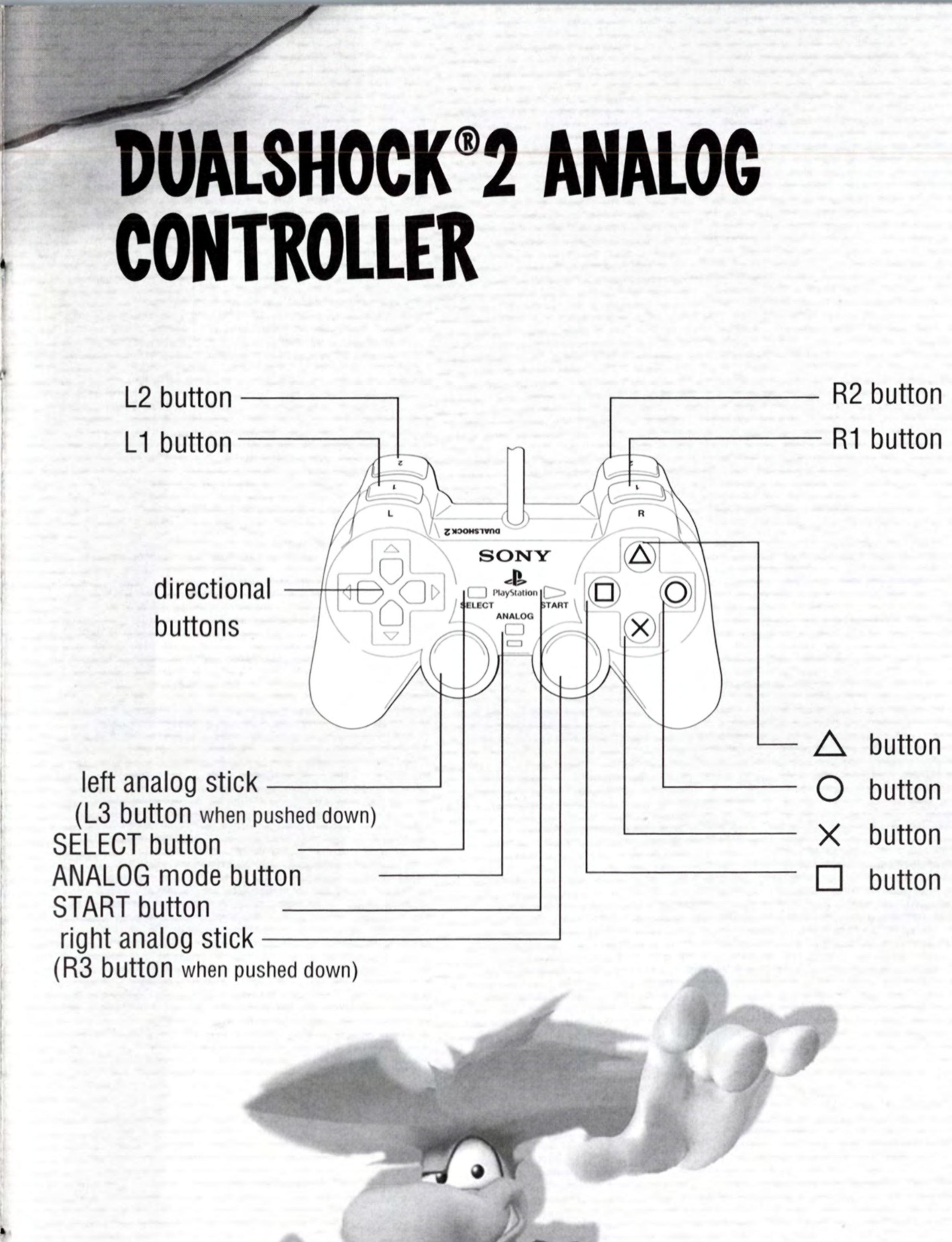


GETTING STARTED



1. *Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.*
2. *Make sure the MAIN POWER switch (located on the back of the console) is turned on.*
3. *Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open.*
4. *Place the Rayman® 3 Hoodlum Havoc disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.*
5. *Attach game controllers and other peripherals, as appropriate.*
6. *Follow on-screen instructions and refer to this manual for information on using Rayman® 3 Hoodlum Havoc.*

DUALSHOCK®2 ANALOG CONTROLLER



STORY

Rayman's universe has exploded into a wacked-out world of cartoon mayhem and mind-blowing battles! When Globox accidentally swallows the Lord of the Dark Lums, a fanatic army of trigger-happy Hoodlums wreaks total havoc to get their lord back! Rayman's only chance? Journey to the vast reaches of the world to purge the Dark Lum Lord from the manic Globox, scour the lands for unearthly new powers, and do battle with hordes of Hoodlum soldiers, contraptions, and maniacal bosses. This time, it's war!

NAVIGATING THE MENUS

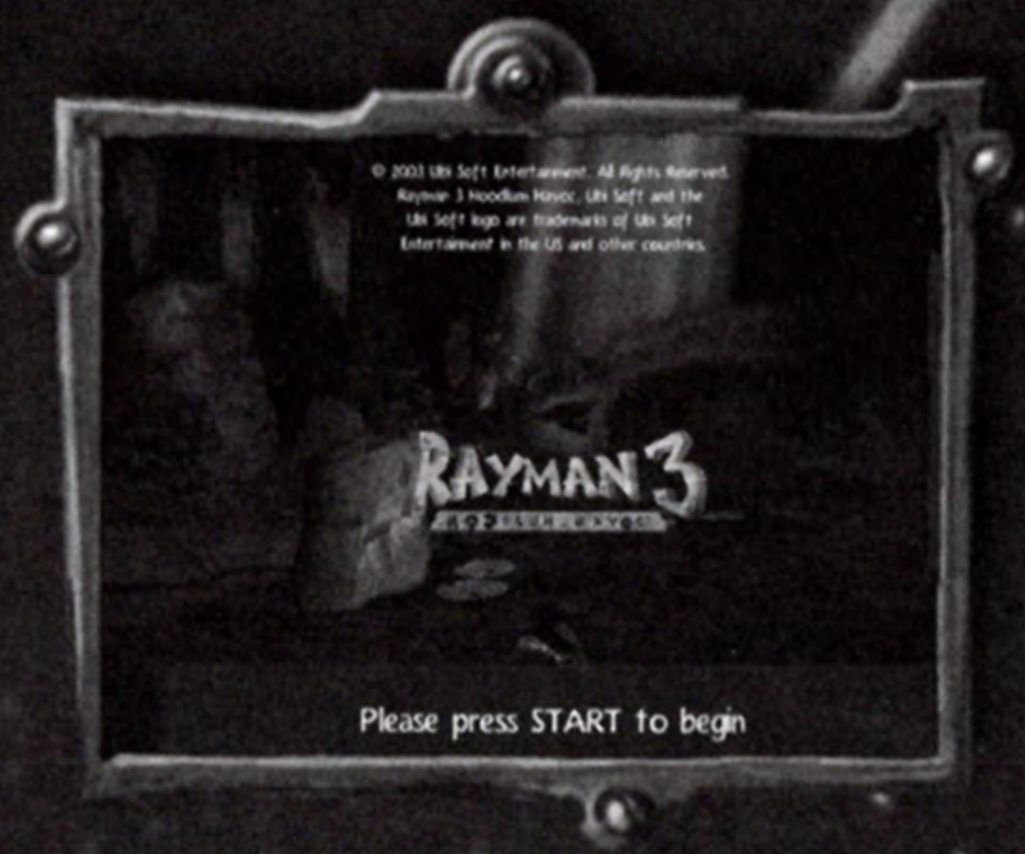
To navigate the Rayman 3 Hoodlum Havoc menus, use the left analog stick or the directional buttons, along with the R1 and R2 buttons. To validate your selection, press the ⊗ button. To go back, press the △ button.

* If the left analog stick doesn't work, don't panic! Check that you are in analog mode (mode indicator).

STARTING THE GAME

SELECT THE LANGUAGE

Use the directional buttons to select the language for the game menus, character voices, and texts. Validate your selection by pressing the ⊗ button. The language can only be chosen when starting the game, so check the flag to avoid making a mistake.



STARTING THE GAME

When the title screen appears, follow the instructions on the screen: press the START button to access the Main Menu. It is not advisable to insert or remove a peripheral when the console is on.

MAIN MENU

Select New Game to begin a new game. If the words Nuovo Gioco appear, you've got the wrong language....Oops! You'll have to press the standby/RESET button.

Use Load to access a saved game. This option is only active if a Memory card (8MB) (for PlayStation®2) is present and if a game has been previously saved.

Select Options if you want to configure the game settings: controller, audio, video.

Select Album to access the album of game photos stored on your memory card.

NEW GAME

Select New and confirm your choice by pressing the ⊗ button. You then go to the screen for creating a new game. Use the directional buttons or the left analog stick to select the letters and validate with the ⊗ button. Once you've entered your name, select OK and validate with the ⊗ button.

LOADING AN EXISTING GAME

In the Main Menu, select Continue and validate with the ⊗ button. You then go to a screen that groups together all your saved games. Select the game you want to load with the left analog stick and validate your choice by pressing the ⊗ button.

OPTIONS

To access the Options Menu, select Options in the Main Menu. For all the Options screens, use the △ button to go back and validate all your choices.

CONTROL SETTINGS

Select Controller Options in the Options Menu and validate with the ⊗ button. Select the controller configuration that suits you best with the left analog stick.

SOUND SETTINGS

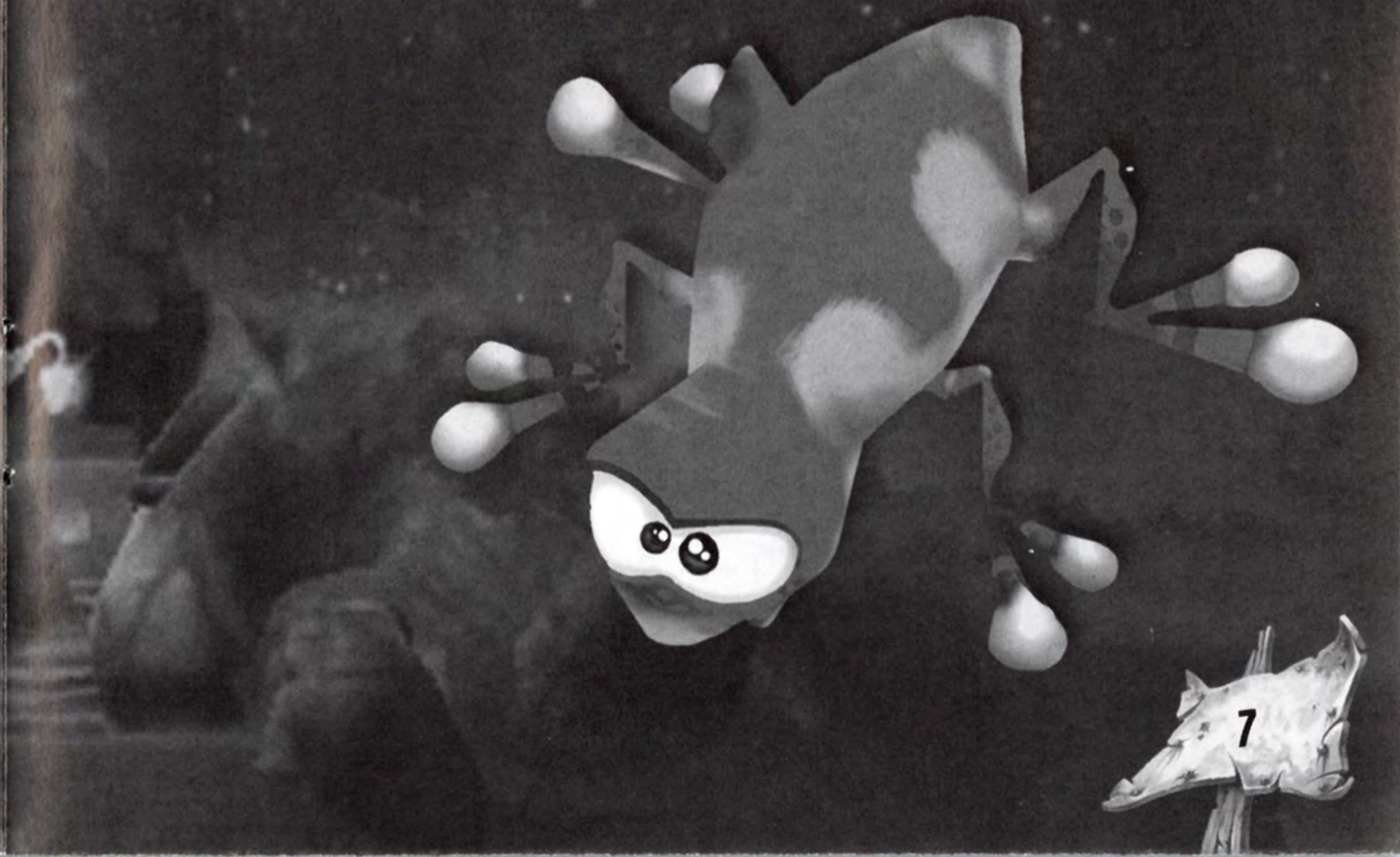
Validate Audio with the ⊗ button in the Options Menu. Use the left analog stick to set the volume for Music, Special FX, and Dialog, and to choose your sound system (Stereo on-off).

VIDEO SETTINGS

Select Video and validate with the ⊗ button to access this menu.

By validating Screen Centering, you can adjust the position of the image on the screen with the left analog stick or the directional buttons.

You can select the type of screen you want (16/9 or 4/3) and test to see whether your TV is compatible with a 60Hz progressive scan mode. To do this, select a mode and start the test. After a few seconds, the program asks you if the display is correct. If nothing is displayed during the test, your TV isn't compatible with the selected mode.



LOADING/SAVING

LOADING

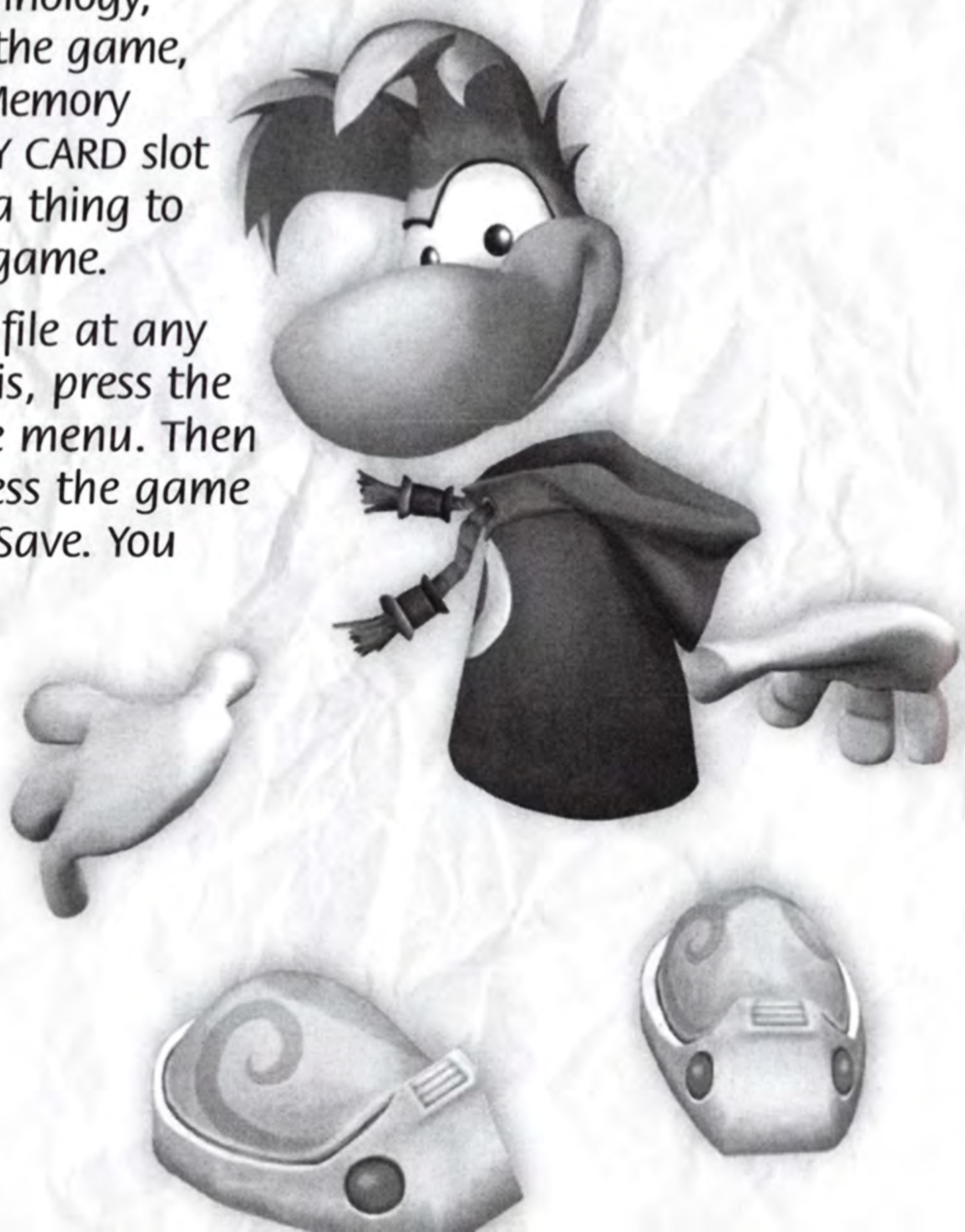
You can load another game at any time, provided you've inserted a Memory card (8MB) (PS2) containing a saved game in MEMORY CARD slot 1.

To do this, press the START button to display the menu. Next, press the ■ button to access the game menu directly. Select Load; then validate with the ✕ button. A screen with all your saved games appears. Now select your game.

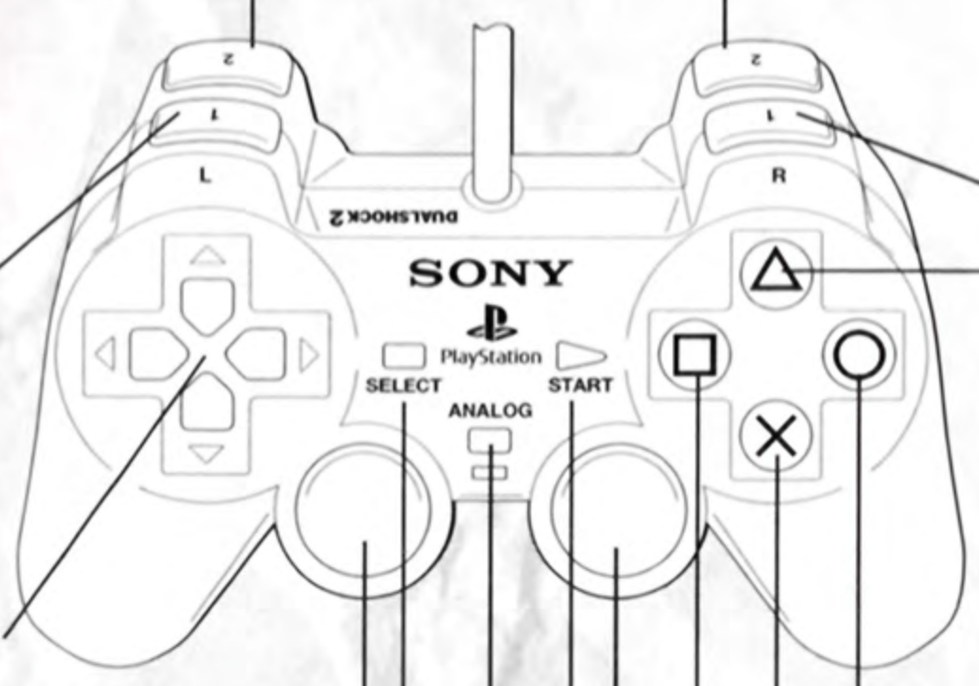
SAVING

Thanks to the miracle of technology, saving is automatic during the game, provided you've inserted a Memory card (8MB) (PS2) in MEMORY CARD slot 1. So, you don't have to do a thing to record your progress in the game.

You can create a new save file at any time in the game. To do this, press the START button to display the menu. Then press the ■ button to access the game menu. Select and validate Save. You then access the screen for creating a game, with the name of your current saved game. You should change this name to create a new file. It will contain the same information as the last automatic save.



RAYMAN CONTROLS



L2 button
Activate the roll or lean left (in Look mode)

L1 button
Activate the roll or zoom out (in Look mode)

directional buttons

left analog stick
Move Rayman in any direction

SELECT button
Activate Freeze mode

ANALOG mode button

START button
Access the menu during the game

right analog stick
Move the camera

R3 button (when pushed down)
Take a photo

R2 button
Lock onto a target or lean right (in Look mode)

R1 button
Lock onto a target or zoom in (in Look mode)

△ button
Look mode or cancel a selection

○ button
Display the Life Bar or pull a grimace (after receiving a special power in the game)

× button
Jump, activate the HELICOPTER (when Rayman is in the air), or validate a selection

□ button
Shoot or load your fist

To **MOVE**, shift the left analog stick in the direction of your choice. The more you tilt the analog stick, the faster Rayman moves.

To **JUMP**, press the ⊗ button.

To **ACTIVATE THE HELICOPTER**, press the ⊗ button twice and keep it pressed down while Rayman is not touching the ground.

To **ROLL**, press the L1 button.

To **CLING ON** to the edges of walls, jump while moving in the direction of the wall with the left analog stick. Rayman will cling to the wall automatically.

To **CLIMB** along ladders or special walls, move towards the wall with the left analog stick. Rayman clings on automatically. You can then move around with the left analog stick. To come down, press the ⊗ button again.

To **CLIMB BETWEEN TWO WALLS**, jump while pressing the button; then press the ⊗ button again to cling on. Repeat this action until you reach the top.

To **MOVE FORWARD WHILE HANGING** from gratings, jump with the ⊗ button to grab on, and use the left analog stick to move around.

To **SWIM UNDERWATER**, use the left analog stick.

To **LAUNCH YOUR FIST**, press the ▣ button.

(Go to the Fighting The Enemies section to see everything you can do with the ▣ button.)

CAMERA CONTROLS

There's no point in running if you don't know where you're heading, as the saying goes. To make sure you know where you're heading, use the right analog stick to swivel the camera. In some game sequences, the camera is placed automatically to provide an optimal view of the situation and to give your left thumb a break. Pressing the R1 button places the camera behind Rayman again.

LOOK MODE

Keep the △ button pressed down to move into Look mode.

The camera places itself automatically at Rayman's level. Not only can you swivel the camera with the left analog stick, but you can also zoom in and zoom out with the R1 button and the L1 button respectively. This mode is very useful for observing the situation before setting off to fight, or for finding all the bonuses.

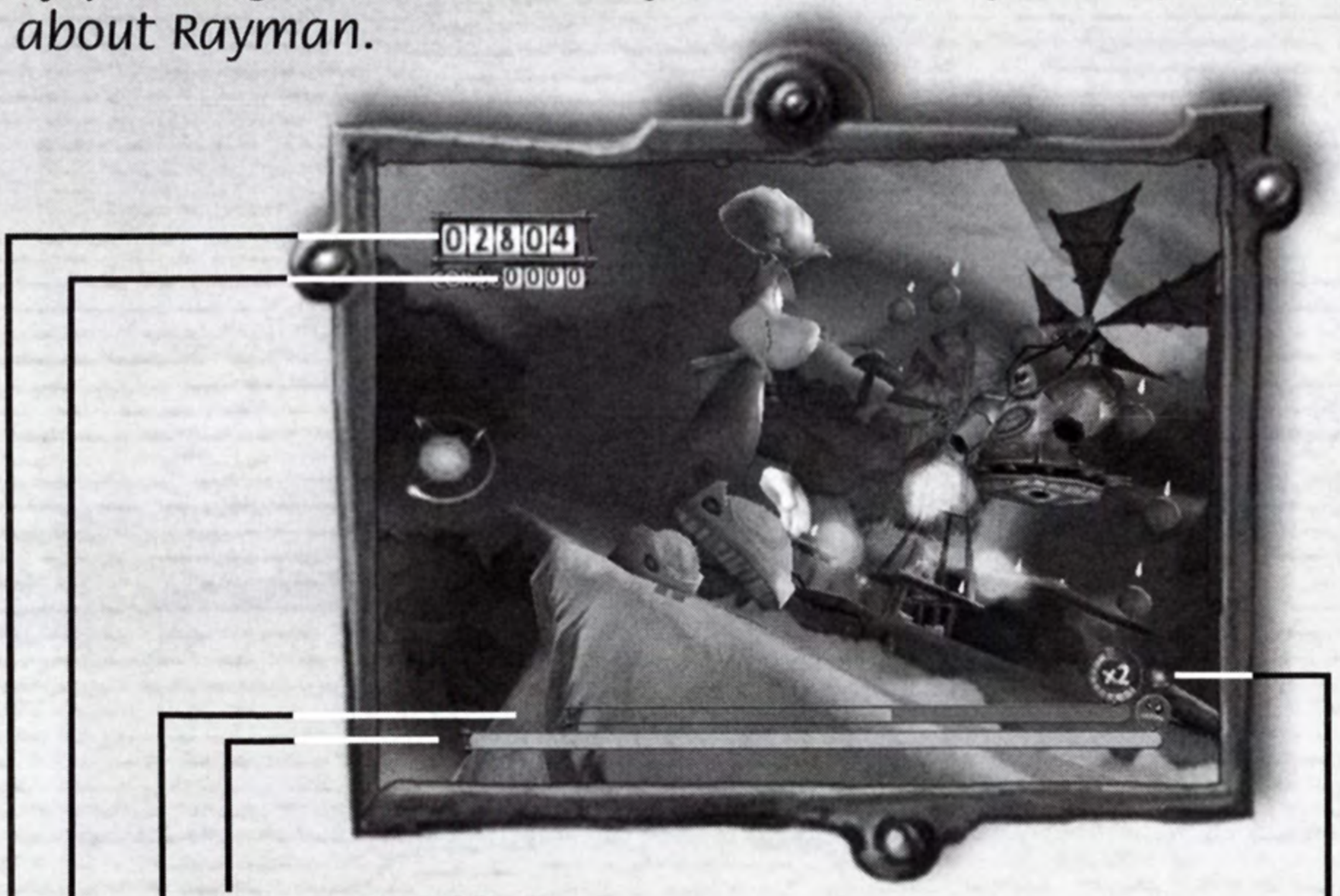
FREEZE MODE, AND TAKING A PHOTO

You can freeze the situation whenever you want by pressing the SELECT button. Everything in the game comes to a standstill. When this happens, you can still move the camera using the left and right analog sticks.

You can even give free rein to your creativity and take photos by pressing the R3 button. Then choose Yes to save your photo. A screen allowing you to name your photo appears. Give a name to your work, select OK and validate with the ⊗ button. Your photo is now saved on your memory card.

GAME SCREEN

By pressing the △ button, you can display lots of information about Rayman.



FIGHTING THE ENEMIES

LOCKING ON

To **LOCK ON** to an enemy or an object, turn towards the target so that the sights appear and keep the R1 button pressed down. When you've locked on to your enemy, you can carry out any action you want without losing sight of him:

- **MOVE SIDEWAYS (STRAFE)** with the left analog stick.
- Jump or use the helicopter by pressing the ⊗ button.
- Roll in any direction by pressing the L1/L2 button and shifting the left analog stick.
- Launch your fists by pressing the ▣ button.

LAUNCHING THE FISTS

Rayman doesn't have big biceps – hardly surprising, for an armless hero! – but he does have 2 fists that can prove to be very powerful.

To launch his **FIST IN A STRAIGHT TRAJECTORY**, press the ▣ button.

To launch his **FIST IN A RIGHT OR LEFT CURVE**, press the R1 button, strafe right or left, and press the ▣ button.

To launch a **LOADED FIST**, keep the ▣ button pressed down until a whirlwind of power appears; then release the ▣ button to dispatch your fist. This loaded fist can be straight or curved.

In short, use the R1 button to always face the enemy; then use all your fist types to attack him. The side fists are very useful for striking an enemy hiding behind an obstacle or for wounding those who dodge frontal attacks. Lastly, don't forget to load your fist. This can cause damage beyond your wildest dreams!

A Little Trick to *read*: so you won't have to *read* this manual for nothing...

Lock on to an enemy and activate the Freeze mode by pressing the SELECT button. If you press the ◉ button, you'll get some useful information that'll help you get rid of him.

THE SUPERPOWERS

The Hoodlums have created a laser washing powder that can transform their clothing into battle dress. It also acts on Rayman, giving him Superpowers. When a Hoodlum has a $ symbol above him, this means that he's carrying a can of washing powder. Eliminate him to get hold of the can! But beware: the effect of the Superpowers is limited. So keep an eye on the gauge at the bottom of the screen to see how much time you've got left. To pick up Superpowers, all you have to do is move over the can.

GREEN CAN: VORTEX

The Vortex is a whirling burst of energy, able to spin enemies silly with its patented twisting action. Rayman can also launch the Vortex to twist towering mushroom platforms down to size – for easy climbing.

RED CAN: HEAVY METAL FIST

The Heavy Metal Fist gives Rayman the power to blast Hoodlum barricades into rubble. And in combat, Rayman can use it to serve up a spiky knuckle sandwich to enemies.

BLUE CAN: LOCKJAW

Way more than just a grappling hook, the LockJaw is a razor-toothed chomper that can latch onto enemies and deliver a nasty bite. When this happens, press the ▣ button to give the enemy electric shocks.

ORANGE CAN: SHOCK ROCKET

The Shock Rocket packs a serious wallop and can be guided around corners to destroy stuff – perfect for hitting hard-to-reach levers, buttons, and unsuspecting Hoodlums. Check out the Target Practice area to hone your rocket skills. First, press the button to arm the Shock Rocket. Then press the ▣ button again to launch it. Next, use the left analog stick to direct it. This fist is very useful for reaching targets that are very far away.

YELLOW CAN: THROTTLE COPTER

Grounded? Fire up the Throttle Copter and warp away into the unknown reaches of Rayman's world. There's no telling what kind of wackiness this turbo-charged transport will drop you into.

SECONDARY OBJECTIVES

THE CAGES

The Hoodlums have captured all the Teensies and put them in cages to use them for shooting practice. It's up to you to set them free. Listen carefully! You can hear them calling for help when you go near a cage. Each time they're set free, the Teensies give you a present and a jewel medallion fills up. When the 6 jewel medallions are full, the Life Bar increases.

THE SCORE

All actions score points:

- *Getting rid of enemies.*
- *Collecting Pick-Ups. These are splendid jewels that are scattered around Rayman's world. The Hoodlums also collect them and put them into PigPots – pig-shaped money boxes that go all snouty when you beat them. You'll need a loaded fist to break them.*

Whenever you win points, the Combo mode appears. The more you link up actions, the more points the Combo scores. But watch out: the Combo disappears after a few seconds. So don't hang around marvelling at the fabulous visuals – if you want a great score, get a move on!!

You can use your score to unlock bonus levels or previously unseen videos. So now you'll really have to pull your finger out and get a good score, otherwise – no bonuses! Ah yes, you can't get something for nothing these days...

HOW TO SCORE MORE POINTS

Here's the exclusive low-down that Murfy won't give you during the game.

Whenever you get a Superpower, all the points you pick up are multiplied by 2. Try to find a Superpower before collecting all the Pick-Ups.

The Matuvu are chameleons who hide all over the place. You can hear them whistling when you're near them. Use the Look mode and center the camera on them. Each Matuvu you uncover scores 250 points.

The Tribelles are elegant young lady butterflies who're extremely timorous. If you approach them slowly, you can obtain 250 points. But if you're too quick, the terrified tribelles fly off to see their shrinks!

Have a good look around. You may find one of the many secret zones that are full of Pick-Ups!

MENU SCREEN

You can display the menus at any time by pressing the START button. By pressing the R1 button or the R2 button, you can display the score page for the different universes you've been through.

Press the ▣ button to display the Game Menu to save, quit, or load a game. Press the ◉ button to access the Bonuses page. Depending on your score, you can unlock game videos as well as bonus levels.

THE CAST

RAYMAN

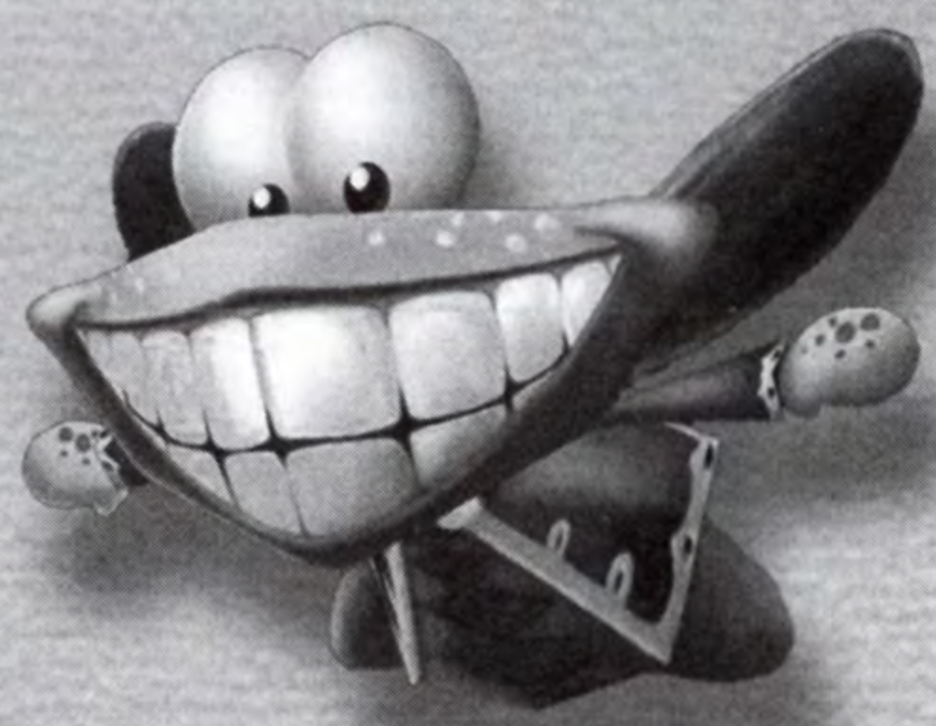
The crusades of this legendary, limbless hero are praised throughout the land of the Teensies and beyond. Rayman's tireless quest to defend the world from evil in all its dastardly forms continues against the Hoodlums, a fanatical army that would like nothing more than to see Rayman on the business end of a Hoodmonger's Boomstick rifle. Thrust into the most harrowing challenge of his adventuring career, Rayman must explore strange, uncharted realms in search of clues to defeat the unruly Hoodlum horde.

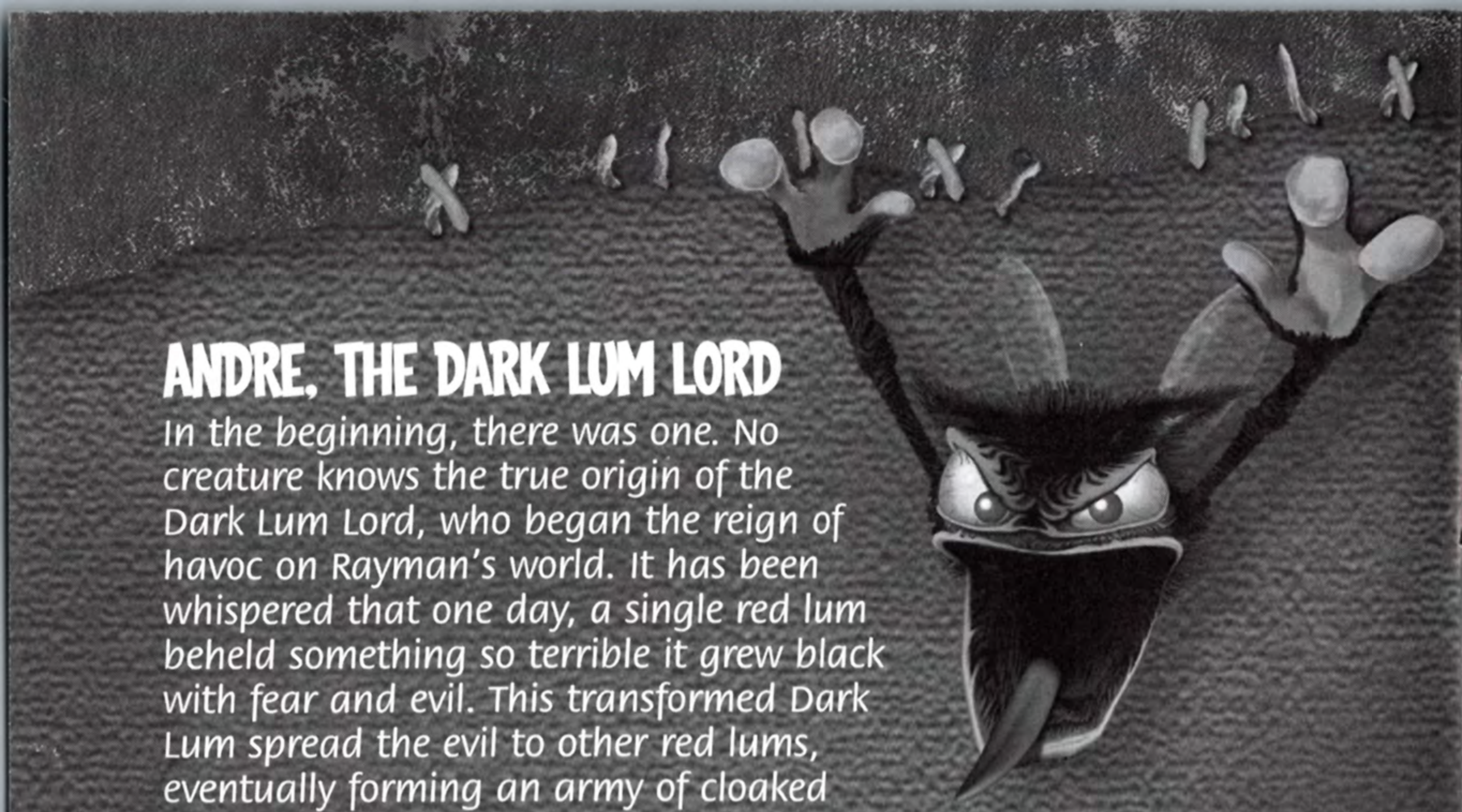
GLOBOX

Rayman's ever-faithful partner, the bumbling Globox incurred the Hoodlums' wrath when he swallowed their almighty leader, the Dark Lum Lord. Fortunately, this rotund sidekick's belly is the ideal prison to keep the Lum Lord at bay. There's just one catch – Globox needs plum juice to quell the Lum Lord's tantrums, and will risk blowing the whole adventure just for a keg of foamy plum goodness.

MURFY

Murfy is the tough-guy fly with the 411 on the dangers, enemies, and obstacles Rayman must face throughout the adventure. He's got the speed and the sass to zip into Hoodlum camps undetected and report back with the best way to proceed. Murfy's never at a loss for words – even if it means busting on Rayman whenever the opportunity presents itself.





ANDRE, THE DARK LUM LORD

In the beginning, there was one. No creature knows the true origin of the Dark Lum Lord, who began the reign of havoc on Rayman's world. It has been whispered that one day, a single red lum beheld something so terrible it grew black with fear and evil. This transformed Dark Lum spread the evil to other red lums, eventually forming an army of cloaked soldiers called Hoodlums. Soon Rayman and Globox discovered the Hoodlums' plan: to taint the Heart of the World.

DARK LUMS

Underneath the stitched hoods of every Hoodlum huddles a swarm of Dark Lums. These winged little nasties are concentrated puffs of pure evil, the brainless spawn of their master, the Dark Lum Lord, who now resides trapped inside Globox's stomach. Channeling their fury into an army of Hoodlums, Dark Lums will stop at nothing to free their lord and unleash an insidious rule of darkness upon Rayman's world.

THE HOODLUMS

The Hoodlums have an evil plan to taint the heart of Rayman's world! But the war to free the Dark Lum Lord is first to the Hoodlums, known for their demented minds and tyrannical authority. After Globox ate the Dark Lum Lord, these gritty troops were quick to build a whole Hoodlum Army. There are tons of them – each with specific strengths, weaknesses, and combat styles! While off-duty, Hoodlums love to drink plum juice – it increases their strength and power!

RAYMAN ZONE

Join the community in the Lums Quest at www.raymanzone.com

The Rayman community are waiting to meet you online.
Make sure you logon and take part in The Lums Quest:

- A unique system that rewards your participation in the community.
- The more you participate, the more goodies and information you can receive about Rayman games.
- Be a goodie, be a baddie – it's up to you!
- Gain access to the exclusive VIP Zone!
- Sign up now and receive 200 Lums to spend immediately!

In addition you will discover:

- Screenshots, videos, and information added daily.
- Hints and tips on all Rayman games.
- Regular competitions with fantastic prizes.
- Forums where you can meet other Rayman fans.

Don't wait any longer! Logon to www.raymanzone.com NOW and join the fun!

CREDITS

PRODUCERS
Ahmed Boukhelifa
Pauline Jacquey

MARKETING COORDINATOR
Damien Moret

PRODUCTION COORDINATOR
Diane Bernard

STORY AND DIALOGUE
David Neiss

ART AND LEVEL DESIGN SUPERVISOR
Jean-Marc Geffroy

LEAD PROGRAMMERS
Olivier Didelot
Dominique Duvivier

PROGRAMMERS
François Queinnec
Christophe Roguet
Lucian Rowe
Alain Robin
Daniel Raviart
Franck Delattre
Frédéric Bourbon
Christophe Garrigues

LEAD GAME DESIGNER
Michaël Janod

GAME DESIGNERS
Olivier Palmieri
Benjamin Haddad
Frédérick Gaveau
Eric Couzian
Xavier Plagnal
Jérôme Collette
Olivier Barbier
Yann Leclerc

ART DIRECTOR
Céline Tellier

LEAD CHARACTER DESIGNER
Stéphane Zinetti

GRAPHIC TECHNICAL DIRECTORS
Céline Tellier
Avlamy Ramassamy

REAL-TIME CINEMATICS DIRECTOR
Alexandre De Broca

ILLUSTRATOR
Eric Pelatan

GRAPHIC ARTISTS
Fabrice Holbé
Lina Lu
Florence Charpentier
Christophe Messier
Alain Bernhard
Olivier Conorton
Mohammed Gambouz
Laurent Debarge
Sébastien Du Jeu
Gabriel Villatte
Christophe Dur
Christophe Bourges
Marie Nguyen

LEAD GAMEPLAY PROGRAMMER
Olivier Dauba

GAMEPLAY PROGRAMMERS
Yann Masson
Nicolas Chereau
Laurent Chiarazzo
Setha Chun
Nicolas Normandon

LEAD ANIMATOR
Stanislas Mettra

ANIMATORS
Hélène Oger
Hélène Pierre
Isabelle Leduc
Karine Karabétian
Philippe Penaud

LEAD SOUND DESIGNER
Ida Yebra

SOUND DESIGNERS
Emmanuel Gouvernaire
Alexandra Horodecki
SOUND ART DIRECTOR
Romain His

LEAD DATA MANAGER
Nary-Tiana Andriamampandry

DATA MANAGER
Eric Berkani

RAYMAN CREATED BY
Michel Ancel
Frédéric Houde

ADDITIONAL GAME DESIGN
Yann Masson
Nicolas Normandon
Stéphane Hilbold
Fabrice Holbé
Olivier Conorton

ADDITIONAL GRAPHIC ARTISTS
Vincent Colombel
Bertrand Israel
Pierre Truong
Manu Hauss
Grégory Chandèze
Sybille Ristroph
Sandra Vaquero
Sandrine Houalet
Yann Jouette

ADDITIONAL GAMEPLAY PROGRAMMERS
Matthieu Crepeau
Eric Berkani

Michel Momcilovic
Michaël Janod
Frédérick Gaveau
Olivier Palmieri
Xavier Plagnal

ADDITIONAL PROGRAMMERS
Patrice Desarnaud
Michael Ryssen
Frédéric Balint

ADDITIONAL ANIMATORS
Alexandre Baduel
Vanessa Sarazin

TEST STUDIO MANAGER (PARIS)
Victor Douangamath

LEAD TESTER (PARIS)
Cyril Gouel

TESTERS (PARIS)
Olivier Berteil
Jérôme Amouyal
Fabrizio Costa
Sébastien Métivier
Carl Huyghues Despointes
Frédéric Lapalus
Manuel Rozoy
Hervé Da Mota
Wolfgang Buttner
Anis Boujouane
Antoine Viellard

LEAD TESTER (MONTREAL)
Stephan Leary

TESTERS (MONTREAL)
Alain Chenier
Bruno St-Laurent
Félix Hardy
Louis-Philippe Brissette
Martin Hamel
Martin Shank
Max Bricault
Nicolas Gagnier
Stéphane Arbour
Yanick Beaudet
Pascal Gauthier
Patrick Melanson
Yann Provencher
Antoine Drouin
Jo-Ashley Robert
Mathieu Larin
Miguel Canepa
Olivier Proulx
Patrice Cote
Patrick Charland
Pierre Boyer
Vincent Nadeau

ADDITIONAL DATA MANAGERS
Thomas Omer-Decugis
Fabrice Machecler
Vincent Chardonnereau

ADDITIONAL TESTERS
Eric Visconti
Jean-François Dupuis
Michel Morin

MANAGING DIRECTOR - MONTREUIL STUDIOS
Nicolas Metro

DEVELOPMENT STUDIO MANAGER
Vincent Greco

GRAPHIC STUDIO MANAGER
Sandrine Maigret

GAME DESIGN STUDIO MANAGER
David Douillard

CINEMATIC STUDIO MANAGER
Sophie Penziki

PRE-RENDERED SEQUENCES

DIRECTOR
Alexandre De Broca

TECHNICAL DIRECTOR - SFX
Charles Beirnaert

GRAPHISTS - SFX
Corinne Bouvier
Xavier Le Dantec
Jérome Lionard

LAYOUT DIRECTOR
Mathieu Breda

PRE-RENDERED SEQUENCES

ANIMATORS
Michel Guillemain
Thomas J. Anderson
Gilles Monteil
Véronique Lacombe
Eric Branz
Wilfried Ayel
Sonia Pronovost
François Cote

GUITAR-HERO
François Queinnec

AUDIO PRODUCTION MANAGER
Sylvain Brunet

CREATIVE MANAGER
Manu Bachet

SOUND PRODUCTION ORGANIZATION
Marine Lelievre

MUSIC COMPOSED, ARRANGED, AND PERFORMED BY
Plume
Fred Leonard
Laurent Parisi

SOUND EFFECTS
Talk Over

MIXED BY
Christophe Marais
Claire Schwab
Gwen Hervochon
(tex Avril Studio-France)

MASTERED BY
Martin Dutasta

MUSIC EDITING
Pascal Flork
BONUS MAP TEAM

GAME DESIGNERS
Shui Xiu Yi
Yang Jin
Xiong Jie

GRAPHIC ARTISTS
Yang Bo
Chen Jing
Fan Yin Jia

INFO DESIGNERS
Zhang Tao
Ren Bo
Mu Hong

ANIMATORS
Gu Jie
Shen Hui

DATA MANAGER
Yu Lei

PROGRAMMER
Sun Ting
Chen Hai
Chen Bo Wu

VOICE DIRECTOR
Eddie Crew

VOICES

RAYMAN
David Gasman

GLOBOX
John Leguizamo

MURFY
Billy West

ANDRE
Ken Starkevic

AND

Lee Delong
Jodie Forest
Doug Rand
Mike Deneen
Dana Westberg
Steve Croce
Eddie Crew

WORLDWIDE LOCALIZATION MANAGER
Coralie Martin

LOCALIZATION PROJECT MANAGER
Laurent Rigal

U.S. SCRIPT ADAPTATION
Nathan Wolf
Eddie Crew
Vanessa Flynn
Adrian Matthews
Guy Parker

U.S. LINGUISTIC TESTING
Michel Sainisch

U.S. VOICE RECORDINGS
Ubi Sound Studio
Blindlight Studio, U.S.A.

U.S. POST-PRODUCTION
Guillaume Billaux

CASTING DIRECTOR
Dawn Hershey, C.S.A.

CASTING COORDINATOR
Lisa Schaffer

RECORDING AND DIALOGUE EDITING
J. David Atherton

VIDEO TRAILER TEAM

VIDEO PRODUCER
Karen Vernimmen

DIRECTOR
Michel Guimbard

EDITOR
Julien Milaire
Grégoire Chevalier-Naud

SAVAGE BEAST
Jérôme Collette

FX DESIGNER
Alain Micaelli

"MADDER"
Performed by Groove Armada.
Courtesy of Jive Electro.

WRITTEN BY
Michael Daniels
K. Lee
J. White
C. Jenner
Thomas Findlay

Andrew Cocup Zomba Music Publishers Ltd.
(Administered by Zomba Enterprises Inc. in the U.S. and Canada),
Universal Music Publishing Ltd.
(Administered by Universal-Polygram International Publishing, Inc.), Warner/Chappell Music Ltd.
(All Rights on Behalf of Warner/Chappell Music Ltd.
Administered by WB Music Corp.)

DMIS
Guénaëlle Mendroux
David Picco

UBI SOFT INTERNATIONAL

PRESIDENT AND CEO
Yves Guillemot

INTERNATIONAL PRODUCTION DIRECTOR
Christine Burgess-Quemard

INTERNATIONAL CONTENT DIRECTOR
Serge Hascoët

INTERNATIONAL CONTENT TEAM

GAME DESIGN
Gunther Galipot

PLAY TESTS
Lionel Raynaud
Frédéric Duroc

STORY EDITOR
Alexis Nolent

APPROVAL COORDINATORS
Nikola Milisavljevic
Dave Costello

EMEA MARKETING TEAM

GROUP BRAND MANAGER
Lidwine Vernet

BRAND MANAGERS
Clothilde Du Saint
Judit Barta

LOCAL BRAND MANAGERS
Amanda Butt (U.K.)
Thorsten Kapp (Germany)
Hélène Carbon (France)
Valeria Lodeserto (Italy)
Oriol Rosel (Spain)
Marcel Keij (Netherlands)
Kristina Mortensen (Scandinavia)
Vanessa Leclercq (Benelux)
Yannick Theler (Switzerland)
Nick Wong (Australia)
U.S. MARKETING TEAM

GROUP BRAND MANAGER
Mona Hamilton

BRAND MANAGER
Stephanie Bond

PUBLIC RELATIONS
Robin Carr
Tyrone Miller
Carol Quito
Mark Smotroff

SPECIAL THANKS TO
Arnaud Koltelnikoff
Alexandra Ancel
Michel Ancel
Philippe Vimont
Han Da Qing
Rayman M Team
Mao Yi
Wang Bin
Arnaud Guyon
Arnaud De Pischof
Benoît Maury-Bouët
David Houssin
Hanane Sbai
Eric Tremblay
Sophie Pendaries
AND
Mina Sara Laine Guzman
Friends and Family
John Lennon
Brian Wilson
Hortense Hubben
Mark Hempsell
Gustave Flaubert
Stevie Ray Vaughan
Raymond Poulidor
Edward Yourdon
Bernard Laporte
Jack Daniels
Bruce Banner
Snake Plissken
Tony Soprano

© 2003 Ubi Soft Entertainment. All Rights Reserved. Rayman 3 Hoodlum Havoc is a trademark of Ubi Soft Entertainment, and Rayman, Ubi Soft and the Ubi Soft logo are trademarks of Ubi Soft Entertainment in the U.S. and/or other countries.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, http://support.ubi.com. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title

Contact Us Over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: http://support.ubi.com/.

Contact Us by Email

For fastest response via email, please visit our website at:
http://support.ubi.com/

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary information listed above on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9 am–9 pm (Eastern Standard Time). While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

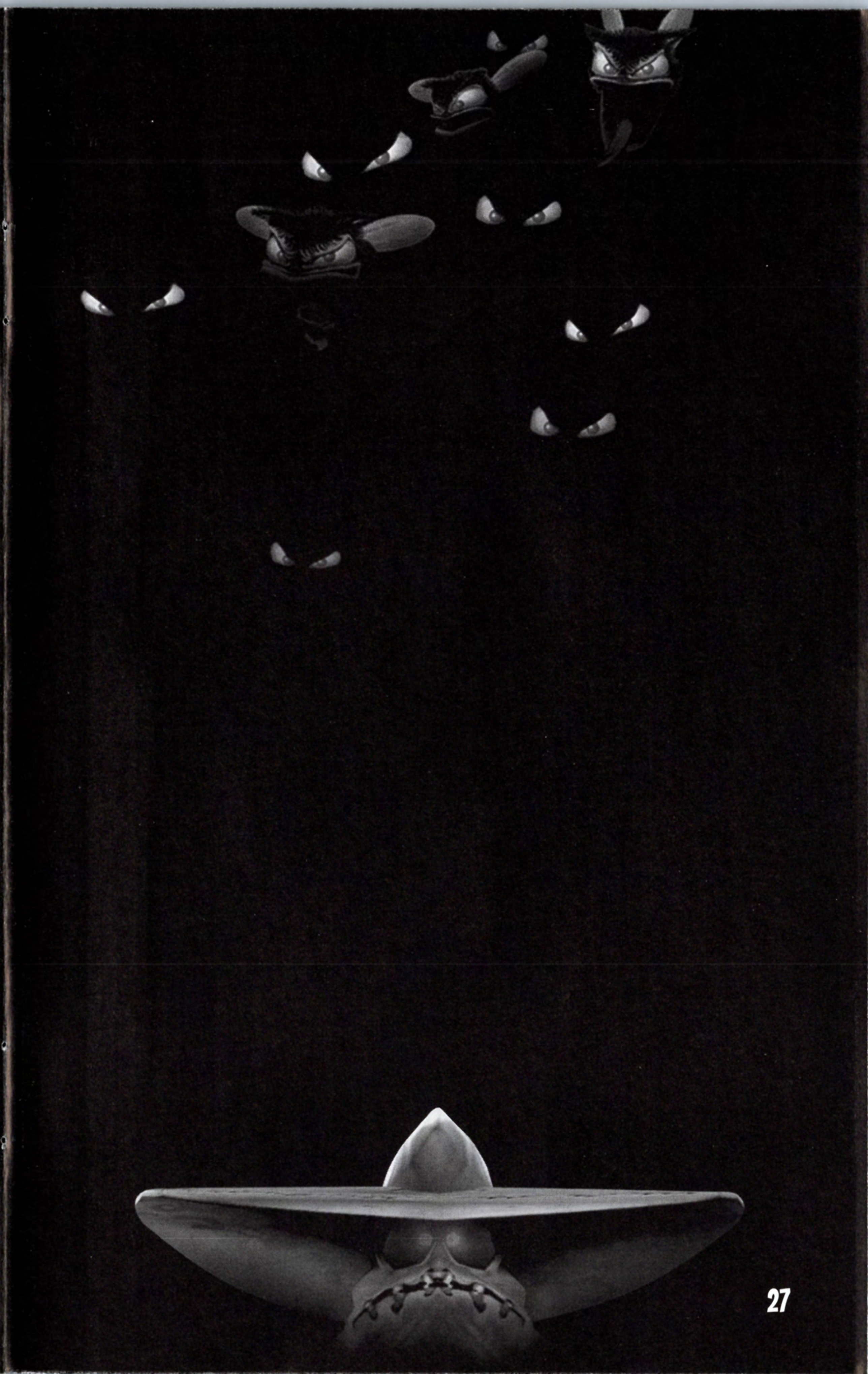
Contact Us by Standard Mail

If all else fails you can write to us at:

Ubi Soft Technical Support
3200 Gateway Centre Blvd
Suite 100
Morrisville, NC 27560

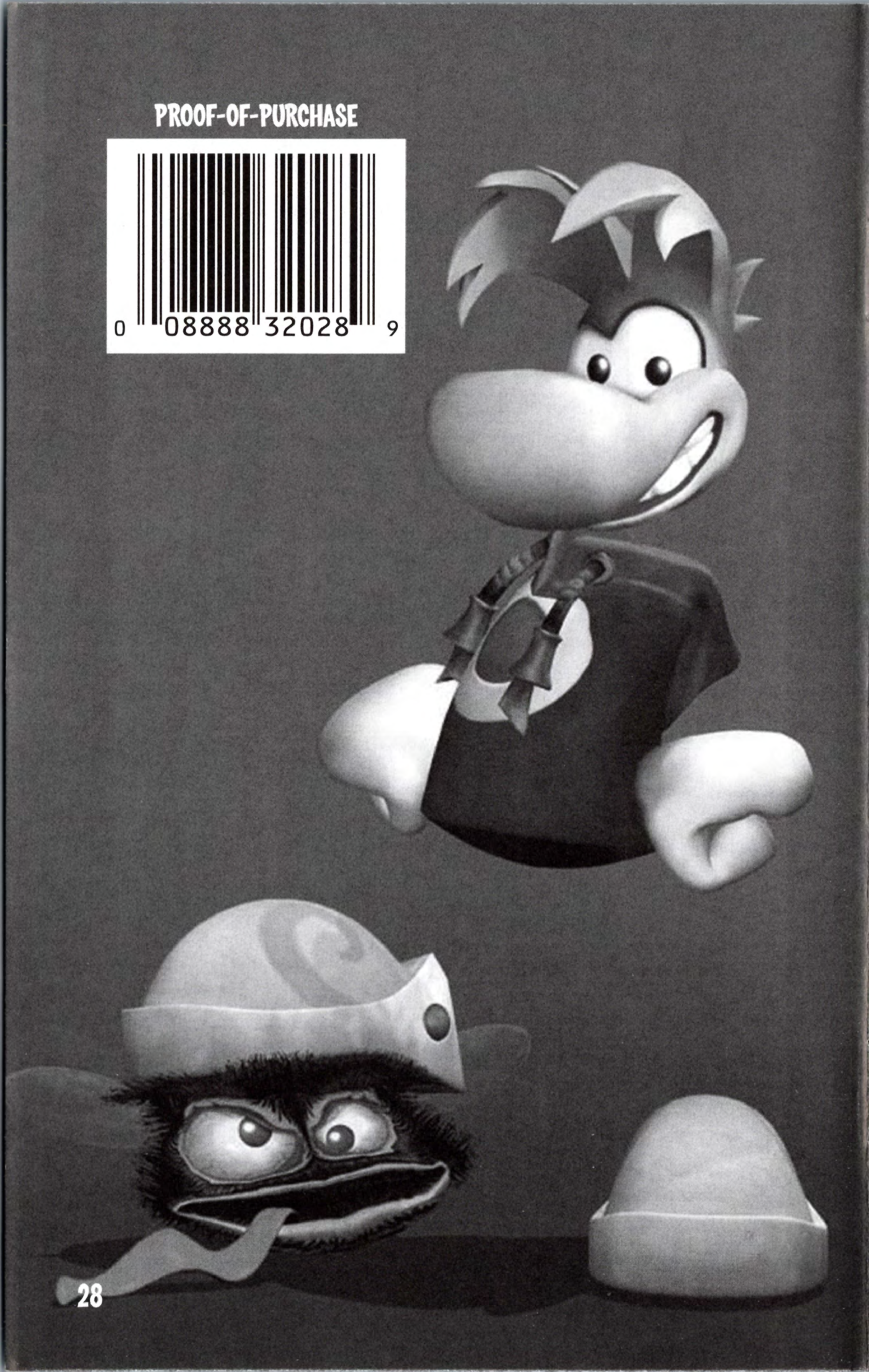
Return Policy

Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.



PROOF-OF-PURCHASE

0 08888 32028 9



WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is," without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase,as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubi Soft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubi Soft Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft.

To order Ubi Soft products in the United States, please call toll free 877-604-6523.

RAYMAN® ARENA

RACE TO THE FINISH. BATTLE TO THE END.

It's multiplayer mayhem Rayman style! Compete with up to 4 of your friends and unleash the power of 9 different characters through 15 obstacle-filled racecourses and 15 blistering battle zones. Are you ready to represent?

www.raymanarena.com

EVERYONE

CONTENT RATED BY ESRB

Ubi Soft ENTERTAINMENT®

www.ubi.com

320239-MNL

Ubi Soft Entertainment, Inc., 625 Third St., Third Floor, San Francisco, CA 94107

©2003 Ubi Soft Entertainment. All Rights Reserved. Rayman 3 Hoodlum Havoc is a trademark of Ubi Soft Entertainment, and Rayman, Ubi Soft and the Ubi Soft logo are registered trademarks of Ubi Soft Entertainment in the U.S. and/or other countries.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.